

CHARACTER			PLAYER				
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION				
LANGUAGES:							



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE							HITPOINTS			CLASS RECORDER									
TOTAL	MOD	BASE	ENHANCE	MISC	TEMP		CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC	HPS	FORT	REF	WILL	LEVELS	
<b>STR</b>																			
<b>DEX</b>																			
<b>CON</b>																			
<b>INT</b>																			
<b>WIS</b>																			
<b>CHA</b>																			
ABILITY SCORE & RACIAL NOTES							TOTAL HP			TOTALS									

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE											
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
<b>AC</b>		-10+									
<b>TOUCH</b>		-10+									MAXIMUM DEX
<b>FLAT-FOOT</b>		-10+									SPELL FAILURE

COMBAT NOTES & MODIFIERS

SKILLS					
SKILL	ABILITY	TOTAL	RANKS	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX				
<input type="checkbox"/> APPRAISE	INT				
<input type="checkbox"/> BLUFF	CHA				
<input type="checkbox"/> CLIMB	STR				
<input type="checkbox"/> CRAFT:	INT				
<input type="checkbox"/> DIPLOMACY	CHA				
<input type="checkbox"/> DISABLE DEVICE	DEX				
<input type="checkbox"/> DISGUISE	CHA				
<input type="checkbox"/> ESCAPE ARTIST	DEX				
<input type="checkbox"/> FLY	DEX				
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input type="checkbox"/> HEAL	WIS				
<input type="checkbox"/> INTIMIDATE	CHA				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> KN:	INT				
<input type="checkbox"/> LINGUISTICS	INT				
<input type="checkbox"/> PERCEPTION	WIS				
<input type="checkbox"/> PERFORM:	CHA				
<input type="checkbox"/> PROF:	WIS				
<input type="checkbox"/> RIDE	DEX				
<input type="checkbox"/> SENSE MOTIVE	WIS				
<input type="checkbox"/> SLEIGHT OF HAND	DEX				
<input type="checkbox"/> SPELLCRAFT	INT				
<input type="checkbox"/> STEALTH	DEX				
<input type="checkbox"/> SURVIVAL	WIS				
<input type="checkbox"/> SWIM	STR				
<input type="checkbox"/> USE MAGIC DEVICE	CHA				
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					
<input type="checkbox"/>					

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>					
<b>REF</b>					
<b>WILL</b>					

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b> ATTACK MODIFIER					
<b>RANGED</b> ATTACK MODIFIER					
<b>CMB</b>					
<b>CMD</b>	-10+	<b>BAB</b>	DODGE & DEFLECT	STR & DEX	

### FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE: SLOW  MEDIUM  FAST

**SPEED**: BASE FLY SWIM CLIMB MISC

**INIT**: =  DEX MOD +  MISC MOD

**HERO**

**SR** **DR**

**RESISTANCES**

**POOL POINTS**

ARMOR & WEAPONS										
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT				
ARMOR										
SHIELD										

WEAPON & WEAPONS											
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES				



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25ft + 5ft / 2 LVL

MEDIUM: 100ft + 10ft / LVL

LONG: 400ft + 40ft / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELL POINTS**

**BLOODLINES & PATRONS**

BLOODLINE/PATRON

BLOODLINE/PATRON

**DOMAINS**

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

**WIZARD SPECIALITY SCHOOL**

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**SPELL POINTS**

SPELLS											
LEVEL	PREP	USED	NAME & DESCRIPTION			SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE



**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

